

LUKE GRABER

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OBJECTIVE A position that will allow me to create illustrations/graphic designs for commercial purposes.

EDUCATION Cleveland Institute of Art (CIA)
BFA, Illustration (May 2014)

AWARDS CIA Provost Scholarship (Fall 2011- Spring 2014)
Krylon Clear Choice Scholarship (2010)

SKILLS Digital and Traditional Illustration, 2D Animation, Storyboards/Sequencing, Graphic Design, Adobe Photoshop, Illustrator, Indesign, Flash

CIA COURSE PROJECTS:

Game Media Production I (Fall 2013)

Lead Animator, Character Designer

Collaborated with Computer Science majors from Case Western Reserve University to design a mobile game. Team consisted of 5 artists and 3 programmers.

ArtBox (Spring 2013)

Created an illustration for a public art project used to decorate electrical utility boxes for the University Circle area of Cleveland, OH.

Santa's Hideaway Hollow (Spring 2013)

Created a two page spread illustration used in a book for a nonprofit organization dedicated to working with terminally ill children and their families.

Alice in Wonderland Art Book (Fall 2012)

Original illustrations selected to be included in an art book that depicts various scenes from "Alice in Wonderland". Book was developed as a gift for a major donor of CIA.

BOOKS:

“How the Rhino Got His Skin” (May - August 2013)

Illustrator

Herz, H. (2013). *How the Rhino Got His Skin*.
San Diego, California: Birch Tree Publishing.
Available at Amazon.

“A Day at the Zoo” (November 2014 - January 2015)

Illustrator

Nuzzolo, R. (2015). *A Day at the Zoo*.
Yonkers, New York: Fred S Keller School.
sold through Fred S Keller School

“Melanie's Garden” (February 2015 - May 2015)

Illustrator

Nuzzolo, R. (2015). *Melanie's Garden*.
Yonkers, New York: Fred S Keller School.
sold through Fred S Keller School

“How the Squid Got Two Long Arms” (April - November 2017)

Illustrator

Herz, H. (2017). *How the Squid Got Two Long Arms*.
Gretna, Louisiana: Pelican Publishing.
Publication slated for fall 2018.

“Good Egg & Bad Apple” (April - November 2017)

Illustrator

Herz, H. (2017). *Good Egg & Bad Apple*.
Atglen, Pennsylvania: Schiffer Publishing.
Publication slated for fall 2018.

EMPLOYMENT:

Essence Cartoon (April 2016- December 2017)

Illustrator, 2D animator

Essence produces customized animations and videos for a wide range of advertising, broadcast and corporate clients. My roles have included storyboard artist, character design, 2D animator and Lead Illustrator.

Notable Essence Cartoon Projects:

Zomblings (2016)

Character Designer, Storyboard Artist, 2D animator.

Series of 2D animations created to promote *Zomblings* toy line from WhatNot Toys. I worked on the short animations for *Zaever*, *Boneski*, *Naaji*, and *Clicker*.

Starset: Back to the Earth Music Video (2016-17)

Lead Illustrator, Animatic, Background Artist.

Collaboration with Mungo Creative Group to create the official music video for Starset's song, *Back to the Earth*. Video is fully animated and 4 mins long.

OTHER EMPLOYMENT:

Office Max (July 2015-)

Logistics, Sales Associate